

A large, illuminated globe of the Earth is the central focus in the upper left. In the background, a modern building with large glass windows and a balcony is visible. In the foreground, a group of people, including children and adults, are sitting on the floor, watching a humanoid robot. The robot is white and orange, with a glowing light on its chest. A red stanchion rope is visible in the foreground, separating the audience from the robot.

Global Study Program

Collaborative Learning Abroad

2016

Intercultural Communication and Technology:
Preparation for the Tokyo 2020 Olympics and Paralympics

Chiba University, Japan
Seinäjoki University of Applied Sciences, Finland

Intercultural Communication and Technology



Theme and Purpose

During the Tokyo 2020 Olympic and Paralympic Games, a lot of people from all around the world will come to Tokyo to enjoy sport events, local cuisine and a distinctive atmosphere and quality of stay in Tokyo and Japan. But we should not forget that some Olympic games, such as surfing, will be held in Chiba prefecture and possibly in its rural areas. Finally, everyone will bring good memories and positive impressions back home and will tell stories about the sense of security, good organization and high level of service.

But what about the communication with people in Tokyo? What can visitors from all over the world including people from different areas of Japan learn about life in Tokyo and Chiba? Therefore, a question is how to facilitate communication between people with different cultural backgrounds and language barriers in rural and urban areas?

In the beginning of this program, professors from Chiba University and Seinajoki University of Applied Sciences (SeAMK) discussed how to apply technology and create new products and services to solve problems or create demands. Therefore, the idea to use technology as a possibility to solve all communication problems came in to this project.

The research could be summarized into these questions: How can we make communication between different people easier with the help of technology? And how could technology facilitate intercultural communication?

When we say culture, it doesn't simply refer to people from different countries. We are using a slightly wider definition of culture.





Theme and Purpose



One's culture can be also largely shaped by factors of generation, race/ethnicity, gender, sexuality, language, disability, etc. The program was based on two stages: the first stage concentrated on Isumi, a rural area of Chiba prefecture, and the second stage included Tokyo and the urban area of Chiba city. In the first stage, Isumi, one of the candidate cities of hosting Olympic surfing games, was used as a case study of a rural area. It was a good opportunity to have collaboration with Isumi city, because they were looking for new ideas about how to improve their own community by attracting people with different cultural backgrounds for the purpose of migration and tourism. After our visits to Isumi, students were expected to come up with realistic suggestions and make their final presentation about how to improve and make the Isumi area more attractive. Students were asked to introduce ideas supported by technology and non-technology-related ideas, which were meant to attract visitors from different regions of Japan and other countries. In the second stage, we did several field trips to the urban areas of Tokyo and Chiba. Students were asked to extend their ideas generated in Isumi to the urban settings of Chiba and Tokyo cities. And for the final presentations held on 23 September, students came up with suggestions on how to improve communication and help people to understand each other better in rural and urban areas. In conclusion, all students worked hard and collaborated with each other and finally they were able to produce interesting ideas and valuable suggestions.

Schedule and Collaborators

	Day	Contents
Pre-Course	23 May	First meeting, Explanation about the topic, Pre-Course Education and Program
	20 Jun	Presentation of home works, Introduction of selected research papers
	8 Aug	Cultural Presentations Workshop 1st day
	9 Aug	Cultural Presentations Workshop 2nd day
	10 Aug	Cultural Presentations Workshop 3rd day
		Presentation about the preparation for the Olympics in Chiba city
	5 Sep	Revision of cultural presentations
		Planning of Field trip to Isumi
	6 Sep	Field trip to Kaihin Makuhari (Chiba-city) area
	7 Sep	Preparation for the workshop
Main Course	September	
	11	Arrival to Japan of SeAMK students
	12	Start of Workshop; Introduction about Isumi; Team Building; Cultural Presentations by Chiba University and SeAMK students; Welcome dinner
	13	Field trip to Isumi; Tsurigasaki coast; Seeing Kazusa-Jūnisha Festival; Research at Taitō coast; Lecture by the president of Isumi Railway company
	14	Cooking activities in Misaki community center; Learning Japanese folk dance; Riding Isumi Railway
	15	Revising the findings of research in Isumi; Brainstorming about the possible solutions
	16	Revision of first ideas, Development of concepts
	17	Sightseeing and research in Tokyo and Chiba
	18	Sightseeing and research in Tokyo and Chiba
	19	Presentation by each team of their final concepts; Preparation for presentations
	20	Isumi Final Presentations and field trip to Kaihin Makuhari (trip to the locations which will host Tokyo 2020)
	21	Field trip to Odaiba; National Museum of Emerging Science and Innovation (Miraikan)
	22	Rural & Urban: Extension of ideas generated in Isumi for the urban settings; Preparation for Final Presentations
	23	Final Presentations, Data collection and text preparation for the GSP brochure; Farewell party
	24	Free day
	25	Departure to Finland



Professors and Coordinators of Seinäjoki University of Applied Sciences

- Anu Aalto, School of Health Care and Social Work
- Jussi Kareinen, School of Business and Culture
- Tapio Pihlajaniemi, Manager of International Affairs

Professors and Coordinators of Chiba University

- Kenta Ono, Associate Professor, Graduate School of Engineering, Division of Design Science
- Ayako Nagase, Associate Professor, College of Liberal Arts and Sciences
- Algirdas Paskevicius, Lecturer, College of Liberal Arts and Sciences
- Atsushi Abe, Associate Professor, Office of Community and Innovation
- Yoshie Kato, Assistant Professor, Office of Community and Innovation
- Satoko Shao-Kobayashi, Assistant Professor, College of Liberal Arts and Sciences
- Ioannis Gaitanidis, Assistant Professor, College of Liberal Arts and Sciences
- Hiroki Igarashi, Assistant Professor, College of Liberal Arts and Sciences

Isumi City Hall, Marine products, Commerce and Industry, Tourism Department

- Yoshihiro Shoji, Section Chief
- Kazuhiro Ogata, Group Leader
- Mika Nakada, Staff Member
- Katsumi Ishii, Group Leader

Isumi Railway Company

- Akira Torizuka, President

Rakudo-Kai

- Kuni Ando, Representative of Rakudo-Kai

Chiba City Hall

- Makoto Akiba, Staff Member of Olympic and Paralympic Games Promotion Office

This program would not have happened without the help of the citizens of Isumi city.





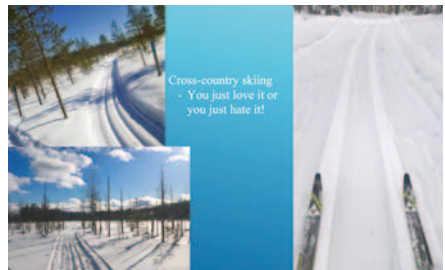
Pre-Course Education and Main Program Cultural Presentations

This workshop started with the cultural presentations prepared by teams from each university. The cultural presentations were prepared as a team-building activity for all students to know each other and learn about different cultures, interesting traditions and unusual activities. The preparation of cultural presentations played a very important role during the pre-course classes by improving the cooperation between students in groups and as an activity to start the intercultural exchanges and cooperation.

Students from Seinäjoki University of Applied Sciences prepared the following four presentations: Winter Opportunities in Finland, Finish Holidays, Odd Finnish Summer Sport Activities and Joulupukki/Santa Claus.

Winter Opportunities in Finland: our group wanted to express how Finnish people experience winter, the longest season in Finland. During the winter-time, it is not possible to stay a long time outdoors, so one important way to communicate with people is to join associations. Moreover, long dark hours gave us a great chance to decorate the houses using lights including LED lighting which is cost-effective and environmentally friendly.

Odd Finnish Summer Sport Activities: lately our nation's success has not been great in the Olympics. So, the Finnish Olympic Committee should propose new sports that we, Finns, could succeed in better. We introduced Wife Carrying Obstacle Race, Sauna Championships, Air Guitar Championships and Swamp Soccer. These could also be one of the foundations of tourism in Finland.





Pre-Course Education and Main Program Cultural Presentations

Originally Joulupukki was a pagan tradition and the Joulupukki was a man-goat and was sometimes referred to as Nuuttipukki. Santa Claus is such an embedded part of our world and children annually send over 700,000 letters to the Finnish Joulupukki in Lapland and these letters are not just from within Finland. Our group chose this topic as we felt it would be engaging for the students.

Finnish Holidays: we chose four most interesting holidays for our presentation: Easter, May Day, Midsummer feast and Christmas. We introduced the origins, traditions, typical dishes and other interesting features for each holiday. Each team member had their own holiday to talk about.

Finally, students from Finland surprised all Chiba University students with prepared presents and with the appearance of Santa Claus.

Chiba University students prepared four interesting presentations: *Bukatsu* - club activities in universities, *Konbini* - convenience stores, Japanese high school uniforms, and Positive and negative meaning of the Japanese word *Yabai*.

Konbini: our presentation was about convenience stores. In Japan, we have the biggest numbers of *Konbini* and today they are not just selling products but also function as lifelines. We introduced two important social roles of them: helping aging society and assisting people in emergency such as natural disasters.

Club activities: *Bukatsu* in Japanese is the unique culture in Japan. It helps students to improve themselves. However, there are some problems because of too much expectation for *Bukatsu* from school.



Our team suggested to set *Bukatsu* as a circle at school or university to suit everyone's lifestyle, and let everyone enjoy activities.

The meaning of word *yabai*: in our life we have many opportunities to use *yabai*. We can use *yabai* in positive meaning and in negative meaning. Opponents may say we cannot express subtle differences or we will not command other words. Supporters may say language is constantly changing or *yabai* can force people to think what the speaker has in mind.

School Uniforms: the theme of our cultural presentation was Japanese high school uniforms. We introduced history, function, and current situation of school uniform for high school girls. Through making this presentation, we found that the school uniform is a kind of tool for showing their youth, cuteness, pureness, and so on. Now, you can see Japanese high school uniforms all over the world, so we think that Japanese high school uniforms are becoming an icon that symbolizes Japan, like kimono.



Main Program: 13th September Field Trip to Isumi

In the first stage of this program, students had a field trip to Isumi, one of the candidate cities to host Olympic surfing games. Authorities of Isumi city were looking for new ideas about how to improve their own community by attracting people with different cultural backgrounds for the purpose of migration and tourism.

During the first day of field trip, six teams of students used the pre-arranged plans to visit different stations and areas. Research was done by making photos and observing how stations and areas around them are organized, how information in the area is presented. Later each team visited Tsurigasaki coast to enjoy the Kazusa-Jūnisha Matsuri. During this festival, local communities surrounding the town of Ichinomiya send mikoshi, or portable shrine, and about one thousand people to carry it along the coastline of Tsurigasaki where they run by carrying the mikoshi through the shallow waters of Kujukuri-hama beach. Finnish students witnessed the spirit of the Japanese people who have stayed true to the tradition of coexistence with god and nature. Later all students walked to the Taitō coast and did a short research by making photos and listening to a guide talking about the area and the surfing activities. Taitō coast area was considered as a suitable place for the surfing event. Surfing at the Summer Olympics will make its debut during Tokyo 2020. In the second part of the day students went to the City Hall in Ōhara to see the presentation by the president of Isumi Railway company. Finally, everyone enjoyed local food and one night stay at ryōkan, or traditional Japanese inn.





Main Program: 14th September Field Trip to Isumi



The second day of field trip included a short visit to market to research and buy local food (fishes and vegetables). The acquired fishes and vegetables were used in the Misaki community center for cooking activities. The representative of Rakudo-Kai, Kuni Andō, taught all students how to make Hana Sushi and how to prepare a shark dish. SeAMK students introduced Finnish cooking tradition by preparing a very tasty salmon soup. The cooking activities were used as an opportunity to share experiences about Finnish and Japanese cultures and it was the best possibility to spend time with local people and learn from them about Isumi area and its traditions. After the lunchtime with citizens of Isumi, students learned to dance Japanese folk dance. The folk dance learning was interesting and fun for all students, but it was not the final planned activity for that day. The trip continued to Ōhara station. From Ōhara station everyone rode the train of Isumi Railway to Kuniyoshi station. At that station students received an explanation from the staff of Isumi Railway about the Kuniyoshi station. The full field trip, research tasks and activities, stay at Isumi and interaction with local people, helped students to understand about the lifestyles in the rural area and the gained knowledge and experience were used by each student to start thinking about the task and develop their first ideas and concepts. The time spent together in Isumi allowed Chiba University students and Seinäjoki University of Applied Sciences students to enhance the coherence of teams and suggested the idea to meet in Isumi city next time.



Main Program: 15th - 19th September Workshop in Chiba

During two days students were working in teams at Chiba University and revised the findings of research in Isumi. First of all, students had to identify problems and stakeholders, secondly they brainstormed about the possible solutions. It was found that Isumi area has fresh air, nice beach and nature, helpful people and a combination of everything that would offer a lot of opportunities for development and improvement. Some strong points of Isumi were identified and taken into consideration too: surfing waves, sea views, natural beauty of area and a lot of space to expand. At the same time, some weak points were identified, for example: undefined symbols or lack of symbols and information, lack of promotion and advertisements, undeveloped local infrastructure and public transportation for the international tourists. Later each team concentrated their attention of one specific strong feature of Isumi or tried to think how to solve identified problems and improve the infrastructure or services for visitors and local people. After the introductions of their first ideas, each team received the feedback from professors and made some adjustments. During the second day each team developed ideas further, shared with other teams and received the final feedback from professors. During Monday students prepared their final presentations about Isumi and did their rehearsals of presentations. It is possible to conclude that even after a very short visit to Isumi and limited in time team work at Chiba University, students were able to come up with interesting ideas and realistic suggestions on how to improve and make Isumi area more attractive.





Main Program: 20th September Isumi Final Presentations



Each team produced their ideas supported by technology and non-technology-related solutions, which were meant to attract visitors from different regions of Japan or tourists from all around the world. Presentations were performed mainly in English and partly with comments in Japanese. Despite the different understanding of languages, all presentations with well-illustrated slides helped to make the presentations and ideas easier to understand. During this program and workshop all students were able to learn how to communicate, work in teams and how to make presentations in different countries with very different language. After each final presentation, students received comments from staff of Isumi City Hall, Marine products, Commerce and Industry, Tourism Department and from professors. All comments helped students to understand how their ideas can be realistically implemented in the Isumi area and at the same time the prepared concepts gave local authorities some inspirations and ideas on how to improve and make Isumi area more attractive for the tourists and even make it better for the local people. We hope that some ideas generated during this program and workshop will be applied in Isumi area before and during the Tokyo 2020 Olympics and Paralympics. The final presentations dedicated to Isumi area finished the first stage of GSP-B program and students were ready to extend their ideas and thoughts about Isumi to the urban settings of Chiba and Tokyo cities. The following pages present the summaries written by students on their final presentations about Isumi.

Isumi Presentations

Together is Better

Team 1: Vuokko, Sami, Annie, Sana and Narumi



We went to Isumi to see there what kind problems and attractive points we could analyse. Our part was to observe the environment and to identify what kind of problems in that area should be changed. Compared to busy and stressful Tokyo life-style, countryside with beautiful landscapes and fresh air made us feel more relaxed and comfortable. Nature is a very good possibility for any citizen to escape from the urban life. The attractive points of Isumi consist of things that are probably not the newest and not technological innovations. We found some problems in Isumi: lack of information for visitors and no signs in English. Also, there was no proper map. Our solution was to find a way to make a new map and signs also in English and to encourage local people to believe that their city is a really interesting place to visit and that they need to keep Isumi attractive even after the Olympics.

Closer to People

Team 2: Koh, Yuma, Alma, Han and Joel



When we went to Kuniyoshi station, we found attractive features: Moomin theme park and nostalgic atmosphere. However, there were problems of accessibility: a map too complicated to read and a narrow sidewalk. We made solutions to use pictogram on maps to help everyone, even disabled people and foreigners to understand directions or destinations easier. The roads in Kuniyoshi were almost empty except for a few cars, so as a result, pedestrians who have a baby carriage or a wheelchair can use sidewalk without worries. And we suggested that cleaning and decorations around the station and Moomin Valley are effective. And also making good use of its valuable nostalgic atmosphere would be good, such as using retro buses or setting that kind of vending machines. In order to open the door and welcome people, Isumi needs to spread out its unique and attractive points more.

Promotion Improvements

Team 3: Kirsi, Mikko, Kaisei and Soyoka



Before visiting Isumi city, we found out that there was a lack of information in English. And during our Isumi field trip we visited the Ohara Station area and we found similar problems. Our suggestion for improving the area is that the web pages should be designed to meet different target groups. We suppose, in order to attract a lot of tourists to the area, Isumi city authorities and tourist companies must make closer cooperation and work together. We suggest that creative ways to promote the area are needed. For example, making humorous videos that become huge hits in social media. These videos could even be made by local high school students. Another example is to cooperate with popular bloggers, who could promote the area. By these promotion actions, the awareness about Isumi could attract new potential visitors.

Information to the People

Our team visited the Isumi city area in order to research the challenges locals face when tackling communication and decided to find a solution for the issue of information availability. We looked specifically at what unique 'spice' the Isumi area has and we created 'The Isumi Taste'. This slogan outlines the unique combination of Lifestyle experience, cuisine and landscape that the Isumi area has to offer, as we believed these three things combined was a unique characteristic of Isumi. To address the challenge of information accessibility we coupled 'The Isumi Taste' idea with an online information portal. This portal could include, accurate information about the Isumi area by covering all categories about hotels, local services, safety advices and many more. It could be, a centralized source of information that is up-to-date, accurate and accessible by all audiences.

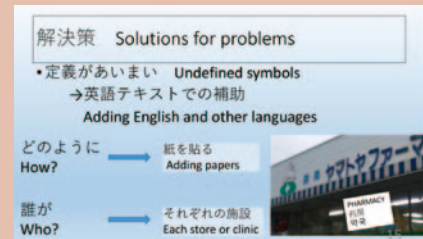
Team 4: Spencer, Minami, Kirsi, Kyosuke and Essi



Isumi Sea Waves

During our field trip we noticed that Isumi city has a lot of problems. First, we experienced an inconvenience of public symbols and pictogram, for example, the difference between medicine shop and hospital. Tourists may misunderstand these symbols and to solve this problem, Isumi city needs to change unclear symbols into universal symbols. Second, Nami-no-Ihachi's sculpture like the Isumi wave is the most powerful resource for promotion of sightseeing places, but local people know about them just a little bit. Therefore, we suggested that they need to organize a workshop to make these sightseeing resources better known and if you want to have some souvenirs or products to promote your local area, you will have to hold a design workshop related to the sculpture and other sightseeing spots and design these souvenirs and promotional materials.

Team 5: Erkka, Iida, Moe and Junya



New Gate to the Beach

In Isumi we concentrated on Taitō area which is the one of the most important areas, because that is the gate to the beach where the Olympics might be arranged. We made some notes about things that are not functioning there and decided to develop the attractiveness of Taito area by easy and low-cost ways. Our target group is young adults whose passion is surfing. We wanted to make area more comfortable for surfers by adding some decorations to the station and make more clear information for tourists. The theme for decoration is beach life with all the colours, palm trees, surfing boards and Isumi's big waves. We also want to expand all decorations to the beach by adding there bars, restaurants and beach boxes where people could change their clothes and eat their own foods.

Team 6: Miei, Emu, Anne-Mari, Vili and Juulia





Main Program: 20th-22nd September

Field Trip to Makuhari and Odaiba



After the final presentations dedicated to Isumi area, students did a field trip to the places planned for Tokyo 2020 in Kaihin Makuhari. This trip started the second stage of GSP-B program. Students were expected to extend their ideas generated in Isumi to the urban settings. Students went to Makuhari to think about the Intercultural Communication and Technology and to discuss about how infrastructure should be improved and prepared for the Tokyo 2020 Olympics and Paralympics in Kaihin Makuhari area, Chiba city and Tokyo Metropolis. The organized trip to Odaiba area in Tokyo was the most related field trip to technology and science. The field trip to Odaiba started at the National Museum of Emerging Science and Innovation (Miraikan). In Miraikan students learned how things are happening in our world from the scientific point of view and enjoyed hands-on contact with science and technology from exhibitions of latest technologies, global environment and life science. Especially, the experience based classes and demonstration of Asimo robot attracted everyone's attention. Later the field trip continued in MegaWeb, Toyota City Showcase, History Garage and Venus Fort. In the end of the field trip, students observed old and new means of transportation and had a possibility to learn about the futuristic application of technology and science in transportation industry and daily life.

Compared to the field trip to Isumi, this field trip gave a totally new and different experience. The next day, students continued their group work to prepare for the Final Presentations and Discussion Session at Chiba University.



Main Program: 23rd September Final Presentations



Twenty-third of September was the final day of the GSP-B Program and this day was dedicated to the Final Presentations, to the text preparation for GSP-B brochure and to the final data collection. Based on all gained new experiences and field trips in Chiba city and Tokyo Metropolis, each team prepared their final presentations and extended the ideas generated in Isumi to the urban settings of Chiba city, Kaihin Makuhari area and Tokyo Metropolis, where there sport events of Tokyo 2020 Olympics and Paralympics will take place.

After receiving certificates of attendance of GSP-B program all participants realized that it was not the end, but it was the beginning of our further cooperation. Everyone realized that a lot of problems need to be solved and a lot of things should be improved in order to prepare for Tokyo 2020 Olympics and Paralympics. Professional and volunteers from Japan and other countries could work together and create a good organization of sport events and ensure a high level of services for local and international guests before, during and after Tokyo 2020.

After the final presentation all students and professors from Chiba University and Seinäjoki University of Applied Sciences shared their ideas about the intercultural communications, the importance of collaborations and how to improve program and workshop of Global Study Program for the next year.

After a long program, but just two weeks of workshop, all teams showed good results that were presented in their final presentations and reports.

The summaries of six final presentations are written by students and presented in the next pages.

Final Presentations

Multi-Communication Info Center

Team 1: Vuokko, Sami, Annie, Sana and Narumi

Our presentation concentrated on tourists and on the kind of information they want to get. In a new place, for tourist, it is difficult to get a certain information. In Japan, communication become difficult if you can't speak local languages, but sometimes just body language and facial expressions can help to communication between local people and visitors. As a tourist, even if you have collected a lot of information before your trip, there might come many unexpected problems. To solve all the communication problems, we discussed how to apply technology and finally, we introduced: Info Friend Desk, Culture Info Bank, Simultaneous Interpretation Robot and a lot of helpful tools for physically, visually or auditory disabled people. Our robot could facilitate the communication by talking any language, translating immediately and by using facial expressions and eye contact.

Let's ask to Info Friends!

Adjustable desk and floor

Wheel chair
Short
Tall
Children



Accessibility Improvement

Team 2: Koh, Yuma, Alma, Han and Joel

Our concepts were created for Tokyo Olympic and Paralympic Games 2020 by using technology as a solution. We made a presentation based on research in Makuhari and Odaiba. Our group concentrated on accessibility improvements and on how to show directions and other information. In the final presentation, we gave remarks about what was missing and what could be improved in the areas designed for local and international guests. We presented good example (collected during research trip in Odaiba and Makuhari), things that need to improve and suggested how to improve problematic areas. By using picture or pictogram and different languages it is possible to increase the visibility and understanding of a lot of information for people from different countries and cultures.

Picture X Multi-language

Help everyone to understand

Communication by Pointing Out

Team 3: Kirsi, Mikko, Kaisei and Soyoka

Sometimes, Japan is not a convenient country for foreigners. Many Japanese people cannot speak English and often there are misunderstandings between Japanese and foreigners. In order to avoid this kind of situation, we need to create something that can make people understand each other beyond the language barrier. We think that one of the best solutions is to use a tablet or monitor which shows clear and useful information. For example, at a restaurant, customers tap a monitor and tell waiters about their allergies and religions. In this case customers and waiters do not need to use the same language to communicate. This example can be applied in stations, hospitals and other places where language barriers may exist. In addition, we expect that more and more people would join volunteer groups for Tokyo 2020, because by using tablets they don't need to learn new languages.

Convenience Store

Staff of convenience stores can check what the customers need.



Simplified Train Map

The goal of this task was focused on improving multicultural communication using technology. Our team used brainstorming and debated several potential ideas. Our initial ideas were analysed and discussed until we chose the most viable and helpful idea. For our final presentation we identified that the Tokyo metro map can be confusing and too complicated for visitors. In order to make a smoother travel experience for visitors, we created an interactive map that provides travel information, such as travel routes, cost of journey and platform information. This information was specified in accordance to what type of location the user desires, for example shopping locations. We expanded this idea further by providing station exits information so that users get all the information they need from point A to point B.

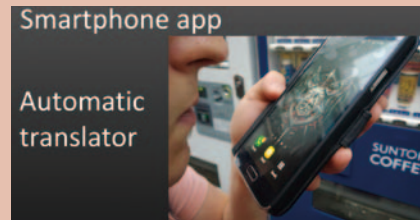
Team 4: Spencer, Minami, Kirsi, Kyosuke and Essi



App for Easier Communication

While starting the final presentation we had to think about all the things we have seen and experienced during this program. We gathered our experiences together, and started to think about our problems in communication with each other. At first we had many kind of problems, like language barrier, manners and transportation. So we thought that a smart-phone application could be the thing that solves our problems. We devised an application that could include automatic translator, road and train maps, information about food and restaurants; also there could be information about sightseeing places. The application could help tourists who will arrive to Japan to enjoy the Tokyo Olympic and Paralympic Games. After the application is installed, you could learn manners and get all useful information as soon as you want.

Team 5: Erkka, Iida, Moe and Junya



O-link

O-link is a mobile application which brings all the information and people with same interests together during the Olympics. Olympics is not only sports event, but also cultural event, so it is important to connect people from different cultures to celebrate together. O-link application makes Olympic event more enjoyable for everyone because people could find there all the necessary information about sports, restaurants and main event. It also offers information about pre-events which are for example: exhibition matches, live music and tailgate parties. Other useful features are chatrooms to connect people with same interests, discount coupons to cooperating restaurants and table reservation service. The information and features are available offline except all chatrooms and reservation services. This application is designed to be easy to use for everyone.

Team 6: Miei, Emu, Anne-Mari, Vili and Juulia



Participants



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Miei Kimura, School of Nursing
Emu Odagiri, School of Nursing
Sana Okada, Faculty of Education

Through this program, I realized that intercultural communication happens in every relationship between more than two individuals who have different backgrounds, so the word best describing GSP is "inter-human communication".

- Kyosuke Yamamoto



Seinäjoki University of Applied Sciences

Annie Yli-Leppälä, School of Health Care and Social Services
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Joel Puputti, School of Technology

GSP was a great opportunity to work with people from different cultures and explore Japan and Japanese culture.

- Juulia Riippi



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